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# New Quest

By Robert Hill

## Quest Background

You have heard stories of evil wizards taking bodies from the local graveyard and using them for some sort of evil experiments.The town has pooled there resources and hired your party to investigate the problem.Last night one villager swears he saw these evil wizards bringing the dead back to life.He followed this wizard to a nearby cave and watched as the wizard cast a spell that lowered a magical barrier blocking the entrance.A local wizard has helped the town by giving the party a magical stone that has the ability to remove the barrier for a short time which allows you to get inside.You stand back and hurl the stone at the barrier.With a faint explosion the barrier is gone.The party moves quickly and enters the cave.You are now standing at the entrance.

## Quest Goals

To eliminate the evil wizards and the corpses they control to put the relatives of the dead at ease so they can finally lay them to rest.

**Important: The heroes start with 5 conquest tokens (9 if using treachery rules).**
**Treasure Chests:**
**Copper 1-1 conquest token,100 coins,1 curse,1 copper treasure**
**Copper 2-1 conquest token,1 curse,1 copper treasure**
**Copper 3-1 conquest token,100 coins,1 copper treasure**
**Treachery:**
**Green (Event)=1**
**Trap (Purple)=3**
**Monster (Red)=4**

## New Area

Area 1

As you pass a door that you tried to open but did not have success you come across a door that pushes inward as you gently give it a little push.When it is opened all the way you see four skeletons that appear to be controlled by one wizard.To the north is a colored key that you really hope opens the locked door you just passed or this is going to be a very short trip.Right next to that key is a glyph.As you glance around the room two other things catch your eye.A potion to the east and a chest to the west.

**Important: As long as the wizard is alive the skeletons have one extra hit point.**

## New Area

Area 2

This area is just a corridor that goes south then turns to the east.The corridor does not look to travelled upon as there is no signs of wear to be found.In the corner of the turn lies a glyph.After turning to the east it goes on for a while then ends in a door.There is no other way to go.

**Important: For each wizard alive the skeletons have one more hit point.**

## New Area

Area 3

This door opens up into a room that is larger than the first room you entered.There are more skeletons here with two of them standing out from the rest.Again a wizard appears to the be controlling the animated bones of the dead.This wizard also wears a jet black cape and his eyes glow blood red when he looks at you.A chest sits in an alcove in the north part of the room while a potion and a pile of coins occupy an alcove in the east.Looking to the south you notice another glyph and a set of stairs that leads downward.

**Important: This master wizard gives the skeletons an extra hit point and an extra armor when he is alive.For killing this wizard the heroes receive one conquest token.**

## New Area

Area 4

As you ascend the stairs you keep your guard up and are ready for anything but you soon lower your guard as you reach a corrider to bends to your left but you notice no creatures in this hallway.As you turn the corner you see a normal looking door in front of you.As you stand in front of the door you sense a great evil coming from the other side of this door.You have a bad feeling about this.

## New Area

Area 5

As you open the door the evil feeling grows stronger and now you know the reason why.You have come to the last room in this dungeon.The first thing you notice is that about eight skeletons have drawn there bows and are ready to fire at you.To of them stand out above the rest.Hiding in an alcove to the north is a wizard.Rubble and a pool of water allows him only one way in and out of this alcove.A glyph lies in the west alcove and a potion in the east alcove.These skeletal have a black shroud that seems to cling to them even when they move.

**Important: These skeletons have +2 armor because of the shroud clinging to them which is actually a permanent spell of dark armor that the wizard in this area cast upon them.**
**There is also an area spell cast in this room that gives the skeletons +2 hit points.**
**The wizard himself has 4 armor,10 health and a sorcery of 4.The heroes receive one conquest token when the wizard is killed.**

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